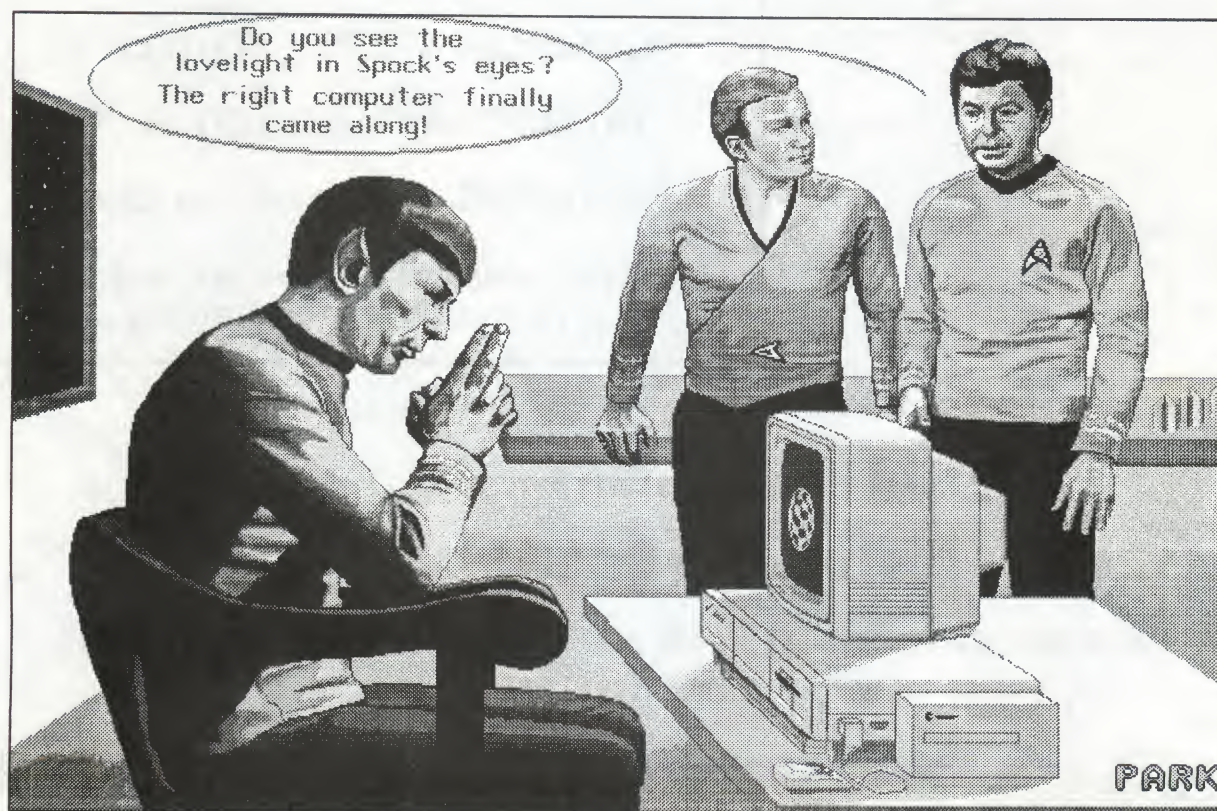


Catalina Commodore Computer Club, Inc.



Vol. 8, No. 8

TUCSON, ARIZONA

August 1990

C= BLOWOUT!!

August 10 & 11 at Software City

(See Page 2 for Details)

TO: Believers in Education

We hope to raise (eventually) \$50,000 to fund our half of an Amiga facility at the U of A. The departments working on this now are Architecture, Media Arts, Music, Speech, Art/Graphic Design, English-ESL, and S.A.L.T. (program for the learning disabled). The Instructional Support arm of the Computer Center and the Vice President for Computing are very supportive, but there are **no funds** available. They have found us suitable space (a feat ranking with the 7 Wonders of the World!), but we will lose it if we do not act fast.

Commodore will match what we can buy. Although the dream is a fully-equipped teaching/learning center with professional computer graphics and video production facilities, our urgent need is to fund at least 2 systems. With CBM's match, we'll have four. That's a start! Once started, we expect action from students and faculty, contributions from business and industry, etc. We need to get the ball rolling--and secure the space for the future.

No contribution is too small. You know that **every dollar makes a difference** in the Commodore world!

• Bob Clausen, Macey Taylor, Leila Joiner,
Howard Wooten, Jesse Pérez, Dale Call, Bob Maurer ...

LET'S ALL SUPPORT THE Commodore Matching Program

AT THE U OF A

CONTRIBUTIONS IN ANY AMOUNT
TO PURCHASE SEED MACHINES

CBM WILL MATCH

SEND TAX-DEDUCTIBLE DONATIONS
TO BOB CLAUSEN, TREASURER, CCCC
(CHECKS PAYABLE TO U OF A)

TARGET DATE AUGUST 15, TO
GUARANTEE CLASSROOM SPACE.

Contributions after this date welcome!
This is only the beginning...

Spend a Commodore Weekend

with the exciting NEW AMIGA 3000

**A Commodore Rep will be there to answer all
your questions and give demos!**

Friday & Saturday, August 10 & 11

SALES on all Commodore & Amiga Products

Software City 2995 E. Speedway

CALL 323-8111 for Demo Times

See Inside Back Cover for Meeting Times & Dates & Cover Pic Info

PREZ SEZ

by Warren Talbot, CCCC President

First, I would like to thank the Catalina Commodore Club Members for electing me president. However I must inform everyone that I have a lot to learn, so please bear with me for a while. As some of you needed hand-holding while learning to set up your computers and load programs, I too will need your patience in developing skills.

The past few years that I have been a member of the CCCC, my main computer interests have been in the areas of desktop publishing and telecommunications. I would like to see the Club take a strong stand in these areas as I believe this to be the most powerful way to use any personal computer; future indicators show these to be of major significance.

Special Interest Groups (SIG) are ways that the Club may diversify. In the next few months we may hold the Amiga SIG meeting in another room in Madonna Hall on our Saturday Help Days. This will be an attraction for membership, as approximately 50 people regularly come to the Amiga meetings. There are many IBM users in the Club, and I hope to see a sizeable MS-DOS Special Interest Group develop. The C64 and 128 have been the mainstay of the Club and will continue with its happy reputation, I'm sure. However, this popular computer fitted with the well-known operating system GEOS, becomes a powerhouse able to compete with computers costing thousands more; proven by the C64 section of the Newsletter created solely with my GEOS equipped 64 and my laser printer since November 1989. I sincerely hope to see an active GEOS SIG as members discover the power unleashed through this remarkable software.

We will be making some changes in the near future; by the time you read this, the Club Bulletin Board will have been taken down. This may seem like a step backward as the Club BBS has been a part of the CCCC before the time of my membership. Indeed, to a telecommunications enthusiast like myself, this appeared at first to be regressive. However, there are many privately owned bulletin boards where the owners are willing to support the CCCC. Much of the Tucson BBS Community is well aware of the Catalina Commodore Computer Club and will be sharing their telecommunications experience with us at our Saturday Help Days.

Over all, the future looks bright for the CCCC, and again, I am delighted to be your president. If anyone has any questions, comments or suggestions you will find me to be very accessible. My telephone number will always be listed in the back of this newsletter, and in the advertisements for LaserAge, my laser printing/desktop publishing service.

FRANK PRIEVO, SKILLED ARTIST

The June 1990 issue of "Interface," the newsletter for the Fresno (California) Commodore User Group, had nice things to say about one of our members:

"Thanks to the Catalina Commodore Computer Club in Tucson, AZ, we have some excellent GEOS art added to our library.

"...These (disks) contain artwork from a variety of sources, but the most noteworthy is by Frank Prieto, a CCCC member who is a skilled artist.

"Along with animals, Americana and other subjects, these files include some excellent art of old steam engines and old service wagons, such as a 1902 popcorn wagon.

"We have received material from this club before, and we are grateful to them for helping us expand our GEOS art collection."

Way to go, Frank!

August Meeting!!!

Jon Peters will demo 'vFast Filecopy' a great public domain filecopier!

*** AND ***

A new version of ULTRA, a favorite 'seq' file reader, will be demoed by Frank Traversone. This version uses the 1351 mouse!!!

Disk Of The Month is offered for \$1 each, including back copies!
Choose from any disks in the Club library, the copy fee is only \$3!

JULY RAFFLE WINNER
Marjorie Bullers, CCCC Member #1220,
won 25 blank disks in the raffle at the
Tuesday General Meeting, July 3.

COMING ATTRACTIONS!!

OCTOBER MEETING:
Auction of surplus Club property.

NOVEMBER MEETING:
MS-DOS demo with Julia Richardson.

DECEMBER MEETING:
Annual "Swap-n-Sell"
Meeting.

COMMUNITY CORNER

by Lella Joiner, CCCC

Last month I told you about the Volunteer Center, an organization that coordinates volunteer services in Tucson. Each month from now on we will be publishing a list of (somewhat) computer-related volunteer positions available. If you have time and knowledge to spare, please look through this list and contact the Volunteer Center, 877 S. Alvernon between 9 AM and 5 PM or call 327-6207 to offer your help.

REMEMBER, EVERYONE BENEFITS WHEN WE HELP EACH OTHER!

FRIDAY OR MONDAY volunteer welcomed by writer with disability: type, transcribe from cassette tape, run errands, etc., southeast area.

KNOWLEDGE OF WORDPERFECT? Further training will be offered to data entry volunteer who can assist in meal program office one day/week.

SHARE YOUR COMPUTER KNOWLEDGE as volunteer wordprocessor tutor - 4 hours/week - for agency near Country Club/Prince Roads.

AUDIO VISUAL REPAIR (VCR, tape recorders, etc.) volunteer needed by school district any weekday (work with knowledgeable person).

ARTIST VOLUNTEER (need not be professional) wanted to sketch simple scenes of a house and person for weatherization program.

WOMEN'S SHELTER seeks office volunteers for half/day shifts: answer phones, etc.; Apple computer knowledge helpful.

APPLE MACINTOSH ACQUAINTANCE? Health coalition seeks volunteers to help produce newsletter or to enter addresses for mailing list.

ENGLISH AS SECOND LANGUAGE workshop - August 11, 18, 25 - will prepare volunteers for literacy program.

PLEASANT OFFICE, convenient location awaits clerical volunteer who will call businesses to verify information/enter data on computer.

LaserAge

Why settle for LQ when there is NTQ with 35 fonts?

Near Typeset Quality for documents

created on your personal computer.

LaserAge supports ASCII, GEOS & PostScript.

Laser printing as low as \$.30/page

LaserAge Printing Service 750-8164 (modem)

512K 1764 upgrade \$80

1meg expansions soon!

JiffyDOS installation \$40

For more information call:

Warren Talbot at 574-0732

CATALINA COMMODORE COMPUTER CLUB INCOME STATEMENT

For Month Ending May 31, 1990

	END OF MONTH	YEAR TO DATE
REVENUE:		
Newsletter Member Fees	\$375.00	\$1,698.00
Newsletter Advertisement Fees	5.00	25.00
Library Sales Revenue	144.00	661.50
Club Buys	31.00	694.05
Raffles and Auctions	12.00	95.00
Initiation Fees		180.00
Rental Library Revenue		24.00
Other Revenue		0.00
TOTAL REVENUE	\$567.00	\$3,377.55
EXPENSES:		
Newsletter Expenses	278.60	1,769.30
Library Expenses		239.50
Rental Library Expenses		0.00
Club Buy Expenses		281.50
Raffle and Auction Expenses		0.00
Meeting Expenses		360.00
Bulletin Board Expenses	15.95	140.23
Membership Expenses		37.50
SIG Expenses		0.00
Saturday Help Day		0.00
Depreciation Expense	9.55	19.10
Administrative Expenses		10.00
Other Misc.		0.00
TOTAL EXPENSES	\$304.10	\$2,857.13
PROFIT OR (LOSS)	\$262.90	\$520.42

MS-DOS COMPUTING

by J.K. Richardson, CCCC

In one of my college computing textbooks, there was a story which I would like to retell here. It goes like this... "There's an old story about an untutored bumpkin who overheard some students talking about the stars. Although the concepts they discussed were strange, he felt he could understand how astronomers used telescopes to measure the distance from the earth to the celestial bodies. It even seemed reasonable that they could predict the stars' relative positions and motions. What totally puzzled him, though, was how the devil they were able to find out the stars' names!" I think this is sometimes the feeling people get when they first consider programming a computer. One goal of this column is to help you understand that all that happens in a computer is not so mysterious as you may think, and particularly that programming languages are not necessarily awe-inspiring. With that in mind, I now continue my discussion of programming languages...

What should you consider if you are thinking about trying to write a computer program, and aren't sure what language to use? There are several things you will want to look at. These are listed more or less in order of importance.

The first thing you will need to know is the availability of the language for the computer you will be using it on. I have programmed on several different kinds of computers, and found that there are some languages I would also like to use on my PC at home. So the first thing I must do with a language is see if it is implemented for my machine. Well, we all know that BASIC is available for most micros, so if I want to use BASIC on my PC that won't be any problem. In fact, I may have more than one version I can choose from. If I want to write a BASIC program which works on my PC and also on my C128 I will have to make some changes to accommodate the differences in the computers, but it is not an impossible task, since BASIC is available on my C128, too. However, if I wish to program in ICON, it won't be a problem to obtain it for my PC, but I won't be able to program in it on my 128, since there is no implementation available for that type of computer.

The next thing which you may want to consider, especially if you do (or plan to do) a lot of programming, is the existence of support libraries. These are sets of routines already written in the desired language. There

(continued next page)

D. J. 's COMPUTER & ELECTRONICS
COMMODORE
FACTORY AUTHORIZED SERVICE CENTER
 ALSO SALES AND SERVICE FOR
 XT, AT COMPATIBLE SYSTEMS & ACCESSORIES
 PLUS EXPERT SERVICE on STEREO, T V, V C R and C D 's

5536 E. Grant Rd.
 Tucson, AZ. 85712

(602) 290-1115



D. J. 's NEW
LOCATION

S.E. CORNER of GRANT and CRAYCROFT

10 % Discount to CCCC Members on Service and Accessories

(from previous page)

are books and diskettes available with standard routines for several languages. These routines are generally for things like sorting, equations, graphics, communications, etc., and can make your (or my!) life as a programmer considerably easier. As they say, there is no need to reinvent the wheel.

You will also want to consider the documentation available with the language. Make sure it is written in a manner that you can understand fairly readily, and is neither so massive nor so sparse that you really don't follow it well. Even if the manual accompanying the language is not suitable for you, you may be able to find other references readily available which clarify things much better. However, that may involve added expense to you if you must purchase books.

It also may be prudent to consider the version of the language you are going to use. An older version of a language may have problems which are gone in more recent versions. You will probably want to make sure that what you are using has good diagnostics and is fairly easy to use.

Lastly, consider the support that will be available when things go wrong. This may be more of a problem that you might imagine, especially if you have not had the 'privilege' of trying for days to get through on somebody's 1-800 number which is always busy.

With these things in mind, I will briefly discuss one of my favorite languages, Pascal. Pascal was developed by a Swiss scientist, Niklaus Wirth. He named the language after the 17th century mathematician Blaise Pascal. Pascal was designed to fulfill two requirements:

1. To provide a teaching language that would bring out concepts common to all languages, while avoiding inconsistencies and unnecessary detail.
2. To define a truly standard language that would be cheap and easy to implement on any computer."

Pascal fulfills the standards listed above for choosing a programming language in that it is very well documented; it is reliable, since the language has been in existence for such a long time (major problems have been worked out); and support libraries abound. It is an easy language to learn, and is generally considered to be the common language of computing. Even though Pascal at first glance may seem similar to BASIC, it is much different. Pascal is a structured language: there are definite conventions about the way in which programming is done. This makes it a good language to learn on. If you know Pascal, it is simple to go on to other programming languages.

MAXIMIZING MEGA FONT USE

by Dick Estel

downloaded from Q-Link

(From FONTASTIC, the font newsletter.

Copyright 1990 by Dick Estel. This article may be reproduced as long as this statement is included.)

Recently someone asked me about using fonts that are stored as multiple point sizes. I will address that topic and also say a few words about working with mega fonts.

The amount of space reserved for font files in each GEOS application is limited. In geoWrite 128 it is about 6,000 bytes, but in geoPublish it is only 4,096 bytes. This is why geoPublish does not seem to recognize some fonts, and why geoPaint sometimes gives the message, "font too large."

The application loads only the file for the point size called for, but if that file is larger than the font buffer, the file will not work. It has nothing to do with the actual point size of the font, although of course, large point sizes result in larger files.

Font designers quickly found ways to get around this limit. One technique is saving part of the alphabet as a different font. Thus you will find fonts such as Susan Lamb's Oblique 1, which has A through S and Oblique 2 which has T through Z, the numerals and some punctuation.

Another approach is to save parts of the character set as different point sizes. GEOS uses the true point size on the screen and on paper, and it does not matter if the font's actual point size is different from the point size under which it is saved. Bruce Gilson's Manistee font uses this method for the largest character size, with numerals and punctuation saved as 35 point, upper case letters as 36 point and lower case letters as 37 point.

Needless to say, it is a pain to use fonts like this, although you would usually be using them only for short items such as headlines, because these are normally large point size fonts. If you wanted to type a phrase such as "Walking to New Orleans" in Oblique, you would have to use Oblique 1 for "alking o Ne Orleans" then use Oblique 2 for "W t w." This is not too demanding in geoWrite, since you can type everything in BSW and highlight the different characters to be changed. But in geoPaint or geoPublish, you would have to type "W", then click and change font name or point size, then type "alking" then "t" then "o Ne" then "w" then "Orleans," repeating the process each time. You would then have to carefully position the blocks of type to line them up.

MEGA GEOS FONT

Mega Fonts are bit mapped to produce large type sizes with dot matrix printers. Using geoPublish with a laser printer allows font scaling to any point size and will yield professional results, provided the publisher fonts are used.

A much simpler approach, which works only in geoPublish, is the use of mega fonts. These fonts store the entire character set in dummy point sizes ranging from 48 to 53, but the actual size is usually about 48 points. There is a specific requirement as to what is stored in what point size. There is also a 54 point file, but if you try to print it to the screen or paper, you will see only garbage. This is actually an instruction file which tells geoPublish how and when to choose the different dummy point sizes. When using mega fonts, you do not need to worry about what characters are in which size...the program takes care of that for you. Unfortunately, this system does not work in any other application, so using mega fonts in geoWrite or geoPaint is a major problem -- and not recommended.

Creating mega fonts requires you to design the characters for each point size and then save them. Previously people created the 54 point "garbage" file by loading it from another font, then saving it under the name of their new font. A better approach is the use of a program called Mega Font Fix, which appears on Q-Link. This program creates the 54 point file and eliminates problems that sometimes crop up with mega fonts. If you make any modification to a mega font after running the fix program on it, run the fix again.

Making mega fonts out of existing fonts became a real breeze with the release of Jim Collette's Font Editor 2.5. This program has a feature that lets you save any font as a mega font. The various point sizes are automatically assigned. This opens up the possibility of loading one part of a two-part font, then adding the second part to it and saving it as a mega font. For the most part, it does not seem to matter what the real point size is. When you use the font in geoPublish, you need to select 48 point, but the true point size will appear. If you try to use the true point size, the font will actually be smaller and will not look right.

I had a problem with one font that I "megafied" in that it had some extra pixels around the letters that would not go away, but did not appear in a font editor. I referred the problem to Jim, and he suggested changing the point size to 48. This does NOT mean that I actually made the characters larger--I just loaded the font, clicked on the point size, and entered 48 when it asked for the new point size. I still had extra pixels, but they were visible in the Font Editor, and easily removed. I would also suggest using Mega Font Fix with fonts created with the Font Editor. I don't know if this actually helps, but it does not hurt anything.

Font Editor 2.5 has another feature that helps when making multi-part fonts into mega fonts. This is the "steal character" option. For example, you could load Oblique 1 into the font editor, which would give you the letters A through S. Then bring up the T which will be blank or a single vertical line of pixels. When you click on the "Steal Character" box, you will be asked which font you want to "steal" from. Select Oblique 2, and the T will be copied into the editor. Then go on through the other letters. Once you select a font to steal from, it will continue to steal from that font. This makes it possible to quickly put the parts of a multi-part font together in order to save them as a mega font. If the font size is very large, you could possibly exceed the limit of the editor's buffer, which is about 8,000 bytes. However, you should not have a problem with fonts in the 36 point range or smaller.

In the early days of GEOS its limitations were frustrating. Fortunately many clever programmers and users have turned that frustration into challenge, developing ways to surpass the limits and make GEOS the exciting and creative tool it is today.

CCCC GETS A NEW PRINTER... THE HARD WAY!

by Lella Joiner, CCCC

In case you didn't hear, our house was broken into last month (on Newsletter Weekend, no less!) and my whole computer system was stolen... including the CCCC's 24-pin printer. I'm happy to say everything has been replaced by the insurance company, and the club printer turned out to be one of the items to upgrade through replacement.

Our old printer, the Star NB24-10, was a really nice printer, but you should see the new one! You will, too, at the September meeting, where we'll put it through its paces. The Star XB24-10 has draft, letter quality and SUPER letter quality modes. It has seven built-in fonts and an optional internal font. It has five different pitches, including proportional and condensed. The best part is that all of these options are available at the push of a button on the front panel. The ribbon cartridge is a much better design (the old ones used to dry out very quickly).

I wouldn't recommend it as a way to upgrade, but, all in all, things didn't turn out too badly (my A1000 is now an A2000!)

THE SOMEWHAT DEMISE OF THE CCCC BBS

by Lella Joiner, CCCC

As of July 30, 1990, the existing CCCC BBS will cease operation. Because our old equipment is continually breaking down and has reached the point where it's hardly feasible to keep repairing it, the Board of Directors voted to close down the BBS as we know it, and transfer operations to two other BBS's presently being operated by CCCC members.

Kenney Williamson's BBS, "Behind Closed Doors," with the help of Warren Talbot, will open up a section available only to CCCC members. Call 750-8164 to get signed on to the main board. If your CCCC membership is valid, you will then be given access to the Club Section.

Tom Galloway's BBS, "AmiSouthwest," is offering the same service. Tom's board is primarily used by the Amiga SIG, but any CCCC member will have access to the CCCC section on either board. Call "AmiSouthwest" at 292-1378.

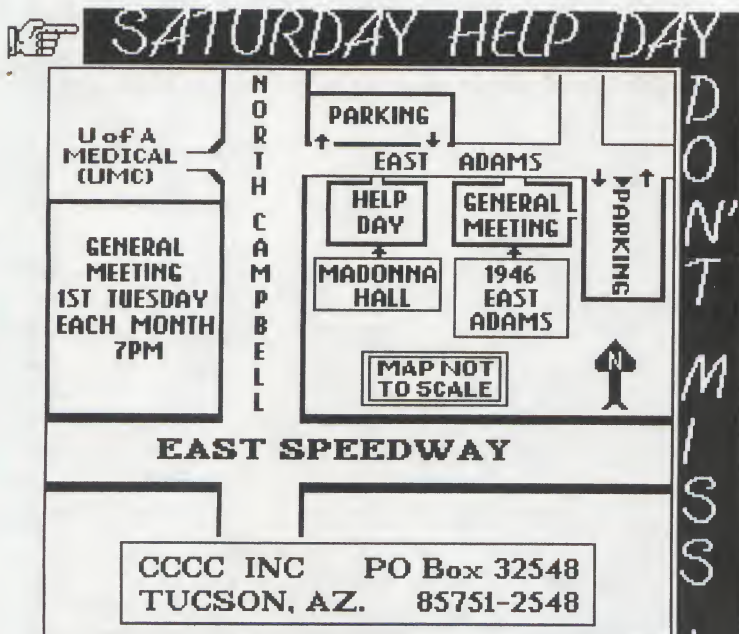
You can sign on either of these boards any time, but don't expect the special access CCCC sections to be up and running until the end of the month. In the meantime you can still dial the old Club BBS at 790-6751.

We'd like to express our thanks to both Phil Pugliese and Doug Davis, who have donated many hours of their time and expertise to keeping the CCCC BBS up and running, and have given many of us a comfortable place to get our telecommunicating feet wet. Phil has been our SysOp for as long as I can remember, and has carried out his duties well and conscientiously. Doug gave the BBS a home and frequently patched up the hardware.

**THANKS, PHIL AND DOUG,
FOR A JOB WELL DONE!**

CLASSIFIED ADS

WANTED: SICK OR DEAD C128.
Call Frank Prieto, 574-0145.



The C.C.C.C. Meetings are at STS Peter & Paul Catholic Church, located 4 blocks North of Speedway on Campbell. The General Meeting is the first Tuesday of every month, 7-9PM, Saturday Help Days occur the third Saturday, 10AM - 2PM.

OUT WITH THE OLD, IN WITH THE NEW... LIBRARIAN, THAT IS!

We'd like to give a GREAT BIG THANKS to Steve Price and Kathy Smith, our outgoing Librarians, who have served us long and conscientiously. Running the PD Library is one of the most important and demanding jobs in the Club, and anyone who takes it on certainly deserves a show of appreciation.

For the same reason please welcome and give a helping hand to member Tom Stubblefield, who has volunteered to be our new PD Librarian. Tom will have his hands full for a while just learning the ropes, and he could sure use some help at the meetings. Here's your chance to expand your computer-ease, learn how to copy disks and keep records of sales. Call Tom at 294-0279 to volunteer for Assistant Librarian.

Also, Bob Clausen has been house-cleaning the Library, getting rid of older outdated programs and consolidating, concentrating on quality rather than quantity. Bob says there are lots of great PD programs there that people may be missing out on, so check out what's available and, when in doubt, get a recommendation from Bob. While you're at it, you might thank him for all the extra work.

Assistant needed!

Tom Stubblefield would appreciate assistance in managing the Club Public Domain Library.

New Disks!

The Club offers new unformatted double sided disks ! 10/\$5 & 25/\$12.

Discount Software!

The weekend of August 10-11 is Software Cities Commodore Weekend.

All C64 & 128 software will be discounted, and the new Amiga 3000 will be on display!

WRITE ON!

by Mike O'Neill,CCCC

There are many new -- as in the last two or three months -- users of The Write Stuff. That's great for this "Beginners" column. Most of the readers who started with me a year ago have left me in the dust. So, I was delighted to receive a sincere request for a walk-thru of BB Speller.

To have TWS check the spelling of your text and make suggestions for words not found in its dictionary, you will need to load Version 2, (V2.03 for the 64 and V2.04 for 128 users). When the text has been entered (and saved to your work disk if you're smart), then the first step in proofreading should be made by BB Speller. Shifted up-arrow brings an Insert Dictionary Disk command to the screen. Insert a copy of the dictionary that was on the other side of your V2 and tap the return key. BB Speller will search the seven files of its smaller seventeen thousand word dictionary for each word of your text. If it doesn't recognize a word, it will display it along with instructions on the bottom line. If the word needs to be fixed, tap return. The words closest in the dictionary to the unrecognized word will be displayed. Tap shifted return to type in the correct spelling, or cursor to the correct spelling and tap return, or, if you still need to look up the word, tap F1. F1 will hang on to the word to be checked in the large 61,000 word dictionary.

If the word is correctly spelled but not in the dictionary -- your name or your street's name, for instance -- press the up-arrow key to ignore the word, or tap the plus sign and it will be added to the -U file: Later, that -U file can be integrated with the dictionary by the "LOAD" MERGE USER->DICT",8 command. That process takes awhile, so do it when you have time to wait.

When the spelling of only one word is needed, a C= up-arrow, when the cursor is on that word, will check for that one word in the larger dictionary.

There is a fine little tutorial on the first few pages of the BB Speller manual. Follow it. It takes only a few minutes to learn to use this great aid. The help it has given me in correcting my sloppy typing makes those few minutes well spent. A summary of all the major features of BB Speller are on the back cover of the manual, but it will take more than a little time to learn all the neat things Eric Lee has stuck in this program.

For the longest time, I had a problem with any and all of my copies of the dictionary "locking up" while checking my spelling. I thought it was my disk drive until, at our July Help Day, I was reminded of the need to validate the disk. Doing so straightened out my number 1 copy. Then, at the regular CCCC meeting, Bob Clausen's demonstration of the copy program I use showed the glitch in copying an unformatted disk in that program. That could very well have been the problem causing the others to balk, for I have had no trouble since.

My kids' TWS class is doing very well. Five of them have taken part. They even enjoyed taking a review last week. I discovered that school kids need to know about right alignment (ctrl l r) for the name, date heading of any papers for school. And Gabe wrote a good article about the Chicago Cubs (whoever they are).

Next, I think the group will discuss a one-time-only family newsletter so we can use auto-indent, soft-hyphens, two column printing, justification, and I can show off my as-good-as-any grandchildren.

C64 BASIC Doodles

by Paul Machula, CCCC

Before I get into the mysteries of loading data from disk (this article's topic), I think I need to go over a few other points first. I also need to rearrange our program slightly to make it more understandable. You have to remember that anytime you write programs you will end up doing this yourself. Almost no program will EVER work like you want it to, or exactly as you thought it would at the beginning of a project. If you remember this, you won't get so frustrated. Just be tolerant with yourself and your little "beastie," the computer.

First, I think you ought to know more about the variables used last article in the Round and Format routine. Knowing the variables, you should understand the routine better. In line 8100, the variable "K" stands for the number of places you wish after the decimal point. Since we are using dollars and cents the value should be 2. The variables "X" and "XS" in line 8100 are intermediate values. The "N" is the original value of the number entering the routine. The value "NS" (line 8130) is its string form after it's been put into the proper format.

Now, on to another change. The program "setupdatabase" (last month's program) needs to have some lines deleted to make it clearer. You should delete lines 1082-1130. Because we have now added a main menu to our program that routine is not really needed in that area. A similar one will be set up, however, starting at line 5000 -- more about this later.

Finally, a major BUG. (Well, what did you expect? There will always be little critters like these in programs.) Line 9025 needs to be changed to:

```
9025 forj=0to4
```

This will cause the computer to write the fifth column of our array to disk. This column contains the "Owed-" value. It's likely that you want this value saved, and the array was specifically altered before so that you COULD save it. To be complete, line 9020 could also be changed [add: IF DAS(4,I%)=""], but it's really not necessary as it's highly unlikely a value will be entered for DAS(4,I%) if no other values for that row exist [DAS(1,I%) -- etc.]. So, that little bug has now been exterminated.

Let's therefore get back to the main task for this article: loading data from disk. We have assigned it the subroutine starting at line 4000. Here are the lines you need. An explanation of the lines follows:

```
3999 rem load data file from disk
4000 j%=0:i%=0
4003 print"[CLR]":print"Please wait . . ."
4005 open2,8,2,"datastorage,s,r"
4010 poke781,2
4020 sys65478
4030 bs$=""
4040 getfc$
4050 bs$=bs$+fc$
4055 iffc$=chr$(13)then4070
4060 goto4040
4070 da$(j%,i%)=bs$
4080 ifj%=4theni%=i%+1:j%=0:goto4110
4090 j%=j%+1
4110 ifstatusand64then4130
4120 goto4030
4130 sys65484:close2:tr=i%
4140 print:print"Datastorage' file has been
      entered into memory."
4150 print:print"Press <RETURN> to reaccess
      Main Menu."
4160 getc$:ifc$=""then4160
4170 if c$=chr$(13)then100
4180 goto4160
```

Before we discuss each individual line you need to understand something about the little quirks of the C-64. There are basically two ways of "capturing" data from disk. They are both similar to the way in which you capture data from the keyboard. For the keyboard you use either the command "INPUT" or you use "GET". You may wish to review the commands in the User's Manual. Remember, INPUT accepts up to 80 characters. GET accepts only ONE character.

The same thing happens in reading data from a disk. The INPUT method is the quickest and easiest. You simply use the syntax INPUT# (you can find more about this in the User's Manual).

BUT, there is a serious problem with this method. If you have a CHR\$(44) [a comma] or a CHR\$(34) [a question mark] in the string you are INPUT#ting from disk, you will only INPUT# the characters prior to those particular characters. That is, if the string is "Smith, John" you will only be able to INPUT# "Smith". "John" will be entirely lost. This is VERY inconvenient. Here's how you get around it: use the GET# command. But here's the quirk -- GET# is very slow. Nevertheless, there is a way to get around that. Also, you will have to build each string yourself [up to the CHR\$(13) carriage return -- remember, this character demarcates each field (string) in each of the records of our file]. Well, this also can be accomplished rather simply. The solutions to these problems are described below:



Line 4000: This line initializes the counter variables J% and I%.

Line 4003: Easily understood.

Line 4005: As you can see, "reading" a disk file is similar to writing one; just use an "R" instead of a "W".

Lines 4010-4020: Instead of using GET# specifically, we fool the computer with these lines into thinking it is GETting characters from the keyboard, but actually they will be coming from disk. This eliminates the slow GET# problem.

Line 4030: This initializes the string we are going to build for EACH field. BS\$ stands for "build string".

Line 4040: This GET command actually acquires a single character from the DISK (remember lines 4010-4020 above). The GET now acts as a GET#. FC\$ stands for file character.

Line 4050: This line actually builds BS\$. You'll notice that it takes each previous BS\$ and adds a new character to it (FC\$). This continues each time you run through the loop until you hit CHR\$(13) in line 4055.

Line 4055: When you finally hit our demarcation character [CHR\$(13)] you can exit the "build string" [BS\$] loop.

Line 4060: This line actually creates the "build string" loop.

Line 4070: Places each BS\$ into its proper place in our array.

Line 4080-4090: While placing BS\$ into our array we have to make certain that the array is updated properly. These lines insure that each BS\$ is placed into 5 columns (J%) of an indeterminate number of rows (I%) [up to 400].

Line 4110: This line detects the end of a disk file. Take my word that it works, and this is about all you'll ever need to know about the command STATUS.

Line 4120: This line creates the loop so that each record can be read.

Line 4130: The SYS command terminates the special GET command (lines 4010-4020). The disk file is then closed. The variable "TR" I will explain below.

Lines 4140-4180: Easily understood.

You will notice that we have an important new counter in line 4130: TR, a numeric variable. It keeps track of the number of records read in from disk. This is important because later we will want to be able to ADD new data to what has already been loaded. It was for this reason that I had two sections in the main menu for data entry: 1. Enter Data, and 2. Add New Data. Now, I know that this could have been arranged so that you would have only one data entry section, but then our program would be more complex, and I am really just trying to give you a feel of what goes on in programs like this. I am, nevertheless, trying to give you a useful program, so this seemed like a fair compromise.

All right, we can now load data into our program, but at this point we won't view it. Nevertheless, the routine WILL do the job. Let's now tie up our old "Enter Data" routine (Main Menu 1). The following lines will do it. I don't believe you will have any trouble understanding them.

```
1082 print:print"Press <RETURN> for Main Menu."
1085 getc$:ifc$=""then1085
1087 ifc$=chr$(13)then100
1090 goto1085
```

Now let's reconstruct our Store File routine at line 5000. The following lines will do it. You should have no problem understanding them.

```
4999 rem to main menu after write to disk
5000 print"[CLR]":print"Please wait . . ."
5010 gosub9000
5020 print:print"Finished--'datastorage' written to
      disk."
5025 forx=1to1500:next
5030 goto100
```

Now, what do we have left from our Main Menu? We still have to do: Add New Data, and Change Old Data, plus the Print and Exit routines. Next month we will do: Add New Data and Change Old Data. On the Disk-of-the-Month our current program is called "addloadtodb". It contains all of the previous programs, plus the changes/additions introduced in this article.



THANK YOU

FOR BEING OUR SPECIAL CUSTOMER

Time to Reorder?

Call for a FREE price quote

QUALITY * PRICE * SERVICE

Brochures

Newsletters

Business cards

Letterheads

Business Forms and more!



Tony The Printer
3702 E. 22nd Street
881-8969

Complete Printshop Services
"Give us a chance to bid on your next printing job!"

Amiga

News



Amiga SIG Meeting Woods Memorial Library June 30, 1990

by Leila Joiner, CCCC

A major discussion took place at the June meeting concerning the future of the Amiga SIG. The major points are as follows:

1) Because we meet at the Library no money is allowed to exchange hands. As a result our Disk-of-the-Month and our PD Library disks are available for copying free of charge to anyone at the meeting (member and non-member alike).

2) We need to start thinking about how we are going to upgrade our hardware (i.e., monitor, memory expansion, etc.) or pay for repairs if necessary.

3) If we change our meeting place we can start charging a nominal fee for disks (i.e., \$3 for DOM, \$1 copying fee for PD Library) and hold raffles and/or auctions for such things as donated software items to raise money. [The CCCC Board of Directors has offered us a room at Madonna Hall on the third Saturday of each month - the same time and place as the Amiga Help Day.]

4) If we change the meeting place, some privileges presently enjoyed by anyone attending SIG meetings would be restricted to members of the parent organization, Catalina Commodore Computer Club, Inc. The membership fees are \$15/year plus a one-time \$10 signup fee. This basically pays for the printing and mailing of the newsletter, and includes a New Member Disk and access to the Club's BBS (see article in the 64/128 section on changeover of the CCCC BBS).

5) The Amiga 500 system presently used by the Amiga SIG is the property of Catalina Commodore Computer Club, Inc. (with the possible exception of the A501 ram expansion).

Prior to the June meeting I received an article from Macey Taylor for the newsletter which dealt with many of

these issues. I was unable to print it last month for lack of space, but you should read "Macey's Soapbox" on page A-4 for one member's point of view. I also strongly suggest coming to the July meetings to voice your opinion. Members of the CCCC Board of Directors (present & past) will be at both Amiga SIG meetings to discuss how the future of the Amiga SIG affects both the main organization, CCCC, and the Amiga community.

And so, on to other items of interest...

Joel announced a new landscape generator from Virtual Reality. VISTA bases its generations on scientific data maps. Eight data sets are included for the initial list price of \$99.95.

The "Rejuvenator" for the A-1000 is shipping, and its distributors have signed an agreement with Commodore to provide the new CBM chip sets.

The A3000 is shipping.

PageStream Raffle!!

CCCC to Raffle Off a Copy of
PageStream 1.82
Donated by SoftLogik
Tickets \$5.00 each
at July Amiga SIG Meetings

IBM announced plans to unveil a new computer for the home market. This will include four models in the PS-1 series with the lowest priced under \$1000. According to an IBM spokesperson, the memory is not overwhelming, but adequate. There are no expansion slots and the keyboard is not full size. It does include a mouse and modem and will be distributed through stores like Sears, Dillards, etc.

The new Commodore CDTV system was discussed.

IMSAT, a multimedia manufacturer for Fortune 500 companies, makes

AMIGAVISION, the new CBM authoring system, and is reported to be working on other products for Commodore. The biggest complaint about AMIGAVISION to date is its lack of report generation features, mainly due to a 1meg limitation set by Commodore.

From AmiExpo in Chicago: two companies (ICD & IVS) claim to have developed a hard disk controller fast enough to display real time animations at 30 frames/sec.

The VIDEO TOASTER requires a Time Base Corrector.

Panasonic has a consumer quality VCR with a Time Base Corrector.

Dennis McCormick announced the Amiga Help Day sessions and distributed maps (see his article on page 2). Dennis is looking for a good flow charting program for the Amiga. If you know of one, call him at 292-2275.

Macey Taylor has donated a copy of the original DeluxeVideo for a raffle (it can be used to upgrade to DVideo III).

The 2091 Hardcard can't be used with 1 meg -- it must be populated with 2 megs or it registers as 0.

A good place to get video information is from The Video Marketing Letter, 100 Bridge Street #27, Hot Springs, AR 71901; (501)-321-1845.

Fred Kurtzweg (sp?) has modified an XT power supply for use with the A500 according to plans placed in the public domain by Thomas Nery of Mansfield, MA. If you are interested in seeing these plans we could publish them in the newsletter at a future date. Call the editor at 327-0540.

The next scheduled Library Meeting times are:

Saturday, July 28 at 10:30 AM
Saturday, August 25 at 10:30 AM

The U of A Meetings in Rm. 203 of the Harvill Bldg. are the last Tuesday of every month at 7:30 PM.

(continued on page A-6)

AMIGA NEWS

MIGRAPH RELEASES 400 DPI HAND SCANNER AND IMAGE DESIGN PACKAGE FOR THE AMIGA

MiGraph, Inc. is now shipping the Amiga Version 1.0 of its popular hand scanner and graphics package Touch-Up (R). MiGraph's Hand Scanner and Touch-Up is a hardware-software team that allows the user to produce and optimize high resolution monochrome bit-image graphics on the Commodore Amiga. Touch-Up's extensive tools enhance both scanned and painted images for use in multimedia presentations and desktop publishing. The Hand Scanner and Touch-Up's versatility stem from these powerful features:



- * Imports or exports files in standard formats including .IFF, .IMG, .TIF, .PCX, and MacPaint
- * Superior processing functions include rotation by degree, slant, outline, bold and many others
- * Full paint program with Lasso, FatBit, and Airbrush features plus an infinite number of user-defined brush shapes
- * Scan at user selectable 100, 200, true 300 or true 400 dpi
- * Scanner provides three different dither settings for scanning halftones and a high-contrast, line art setting

In addition to providing registered owners with a free, automatic upgrade to the final version, MiGraph is also including 16 and 31 level Grey-Scale IFF Export at no additional cost. This new feature allows the user to save images from Touch-Up as a Grey-Scale image which are perfect for on-screen multimedia presentations and Desktop Video.

"This feature was very well received at the recent AmiExpo in Chicago", comments MiGraph President Kevin Mitchell. "Now Amiga owners have a low cost, high-quality, efficient means for producing Grey-Scale images from superior resolutions".

Graphics from Touch-Up can be imported into popular Applications software for the Amiga such as Professional Page, PageStream and Superbase, as well as programs on other platforms due to the various file formats supported by Touch-Up.

MiGraph's Hand Scanner and Touch-Up work on the Amiga 500, 1000, 2000, 2500, and 3000 with 1 MByte of memory. The Hand Scanner and Touch-Up retail for \$399 and are available through normal distribution channels. For more information about MiGraph and its products, please contact the company at 206/838-4677.

Disk-of-the-Month June 1990

Textra - user-friendly Freeware text editor with VERY complete docs.

Index 1.0 - by Mike Lawrence, CCCC, makes index files for word processors that don't. Has been used with ProWrite 3.0.

ImageP 1.0 - by Mike Lawrence, CCCC. An experimental Image processing program. Freely distributable.

The Blob V1.0 - Freeware from Germany. Slime red drops run down your screen and make you sick. A very useful program!

Tron - What IS Tron? All I got was a disk error!

WhatIsCanDo - demo of the authoring system, CanDo by Inovatronics.

Text - ENLAN: Interworks announces DECnet networking for the Amiga; A2KvA3K: A2000 with GVP 3001 vs A3000; CDTV.PressRelease: Commodore Dynamic Total Vision interactive multimedia player unveiled at Summer CES; TBC: answer to "What is a Time Base Corrector?"; Colornames: English color names & RGB color values; CDTV-specs.

Utilities - CalcKey, a useful little pop-up calculator.

Amiga Help Day by Dennis McCormick, CCCC

Our club has a help session the third Saturday of the month in Madonna Hall located at the corner of Campbell and East Adams starting at 10 A.M. and running into the afternoon until 2 P.M. There's plenty of parking across the street, except once when there was a wedding. There's another parking lot farther east on Adams anyhow. The room in Madonna Hall is air conditioned. Anyone is welcome to come to the Amiga section of this help session where I try to answer your questions about Amiga usage. Please bring your software and documentation, especially your copy of Workbench. The Amiga Special Interest Group's Public Domain library containing the club's Amiga Disks of the Month is available at the help session. There are times when you cannot wait for the third Saturday so call me, Dennis McCormick, at 292-2275 with questions about the Amiga.

The last help session dealt in part with a program called Desktop Budget by Gold Disk, I believe. This home budget organizer features or "forces" a graphical approach to entering information about expenses and other budget items. I and the owner didn't get very far into the program even without butting our heads against how to get data into the checkbook. We tried the tutorial but didn't follow it exactly and still had difficulty. If anyone knows more about this product and could either demonstrate its features at a meeting or answer some questions about it, let me know!

Most questions deal with CLI or the Command Line Interface or the Console Line Interpreter. The newcomer in AmigaDOS is the Shell, an enhanced CLI, available as part of Workbench 1.3. Users still with Workbench 1.2 (and 1.3) may use the public-domain ConMan (Console Manager) to achieve many of the Shell's advantages. A "shell" surrounds an Operating System to insulate the user from its unfriendliness. A major Shell advantage in this text-oriented usage of the Amiga is command history and editing. The old CLI required every repetitive entry to be re-typed. Errors could only be corrected with the backspace key, wiping out good text closer to the end of the command. The Shell allows previous commands to be recalled by pressing the up cursor key. The left or right cursor keys allow editing.

AMIGA NEWS

The down cursor key gets you back to an empty command line. You can still use the backspace key as before.

What commands does one use in a CLI or Shell? AmigaDOS contains quite a number, 50?, 70?, some of which I have never used. ARP, the AmigaDOS Resource Project, provides an additional 10 or so commands. I use 10 or so commands often: CD, LIST, INFO, TYPE, COPY, DELETE, ASSIGN, FORMAT, AVAIL, MAKEDIR, NEWSHELL (or NEWCLI), & ENDCLI. Where are these used? In a CLI or Shell window you open by double-clicking on the CLI or Shell icon. You can get rid of these windows by keying in ENDCLI in one of them and pressing RETURN. You may use lower-case letters rather than caps. The CTRL and C key pressed at the same time abort these AmigaDOS commands.

AVAIL & INFO are the easiest, COPY the most powerful, DELETE & FORMAT the most dangerous commands to use, as the last two remove files and directories or erase entire disks. I usually have two or more Shell windows open at one time. NEWSHELL or NEWCLI gets you another if there is enough memory and less than 21 such windows open.

MAKEDIR SomeName makes a directory named SomeName in the current directory. I recommend using no spaces in the names of files, directories or volumes. Files or subdirectories go into a directory. A directory is the same as a Drawer but has no icon. LIST allows you to see what is in a directory or on a disk. TYPE SomeFile allows you to see what is in a file named SomeFile if that file is in the current directory and only has text in it. TYPE SomeFile OPT H allows you to view SomeFile even if it has binary or Hexidecimal code in it. Press the spacebar once and the backspace key to start and stop text scrolling.

What is the current directory? It is the directory affected by commands. Key in CD just by itself and press RETURN to learn which directory or disk is the current directory. CD also allows you to change the current directory by entering CD with what is called a "path", a ":" or a "/". A path is a text description of where a directory is on a disk. There are exactly as many paths as there are directories and disk volumes or drives in a computer. A volume may be df0:, df1:, ram:, rad:, vd0:, dh0: or the name of any disk followed by a colon. If there is a directory called InterestingStuff inside a directory called KeepThis on a disk labeled AmigaDOS, the path to InterestingStuff is:

AmigaDOS:KeepThis/InterestingStuff

The current directory could be changed to there by entering:

CD AmigaDOS:KeepThis/InterestingStuff

If the disk AmigaDOS is not in any drive, a requester asks for it. Notice the colon after the volume name and that there are no spaces in the path; there is a space between CD and the path. If another directory, UntilNextYear, is inside of InterestingStuff, its path is:

KeepThis/InterestingStuff/UntilNextYear

The slashes separate a directory from its parent and child. A slash also separates the filename from the name of its containing directory.

KeepThis/InterestingStuff/UntilNextYear/AnnualMeet

Pathname is a contraction of path/filename. AnnualMeet is the filename tacked on the end of the path. If there are any spaces in a pathname, quotes must be placed around the entire pathname for AmigaDOS to accept it.

CD "df0:Junk/Kept Here"

You can change the current directory to disk drives by entering CD df0: or CD df1: or CD ram:. You don't have to enter

the disk's label as you may not know it.

CD / moves the current directory from a child to its parent.

CD : moves the current directory to the root or main directory of whatever volume the current directory was in.

ASSIGN allows the computer to find something requested by a program in some other disk or directory. A recent disk of the month had a Risk game that assumed it was running from a disk labeled Risk:. Actually it was running from a directory on the disk of the month. For this to work enter

ASSIGN Risk: DOMname:Risk

Entering ASSIGN by itself shows what assignments have been made and some extra stuff. To remove an assignment, use

ASSIGN Risk: List

DO NOT USE the Remove keyword! Only programmers should use this.

FORMAT prepares a floppy disk (or hard drive partition) to receive data. It completely erases previous data if any!

FORMAT drive df0: name AnyName

If a disk has been formatted before, here's a quick way.

FORMAT drive df0: name AnyName quick

DELETE gets rid of files and empty directories. More than one file can be deleted at one time by separating entries with a space.

DELETE df0:SomeFile ram:SomeOtherFile df1:Even/AnotherFile

The last entry shows a directory called Even. A directory can be deleted if it is empty.

DELETE df1:Even

If it is not empty and you do want to get rid of it and everything in it, do it this way.

DELETE df1:Even all

COPY PathName to Path

moves a file from the left path to the right. The "to" is optional.

If you would like to rename the file as it is copied, use

COPY PathName to Path/NewName

If you want to copy everything in a directory to another path,

COPY Path to Path all

Examples:

COPY df1:Even to ram: all

COPY df0: to dh0:ExistingDirectory all

The last example copies an entire disk into an existing directory on a hard disk. Use MAKEDIR to make that directory before doing the transfer.

Any AmigaDOS or ARP command shows its template or instructions if you follow a command with a ?.

TYPE ?

The command still awaits more information to be keyed in but you can just hit a RETURN to get the command line prompt back.

CLASSIFIED ADS

FOR SALE: A-501 512K RAM EXPANSION

for Amiga 500 with battery backed-up clock & calendar, \$75. Call Pat Jenkins, 578-2972.

FOR SALE: MIMETICS MIDI INTERFACE

for Amiga 1000, \$25. Call Leila Joiner, 327-0540.

AMIGA NEWS

Macey's Soapboxes

by Macey Taylor, CCCC

Generally my CCCC newsletter comes after the Saturday meeting, so any reactions I have to it are distant memories by the time of the next meeting. This month, I got it on Friday. This month was a good (or bad?) time to get it before the Amiga meeting because it sparked a speech.

First, I noticed that, as usual, nobody from the Amiga group is running for election. Nobody ever has except people who were first users of the C-64/128, and except for Dennis McCormick's faithful service at the Help Day, it has been like pulling teeth to get any Amiga people to attend Board meetings, help with the newsletter assembly, etc. Even though many of the regular attenders at the Amiga meeting are not members, the Amiga SIG accounts for a substantial portion of the CCCC membership. There's not much reason to join when the library is available to all and a non-member can get a newsletter before my rotten mail service brings me mine. Those who have paid the piddly dues are to be commended for giving at least this financial support.

However, I think that membership and hanger-on-ship convey additional obligations. I read newsletters from about 30 user groups each month. Mostly I read the Amiga sections for information

of use to me, but I also read the editorials and club news to see what other user groups are doing and how they are faring. Most are having the same problems that CCCC has faced in the past several years: loss of membership and burnout of workers.

Even Amiga groups face these, especially the latter. We are so lucky to have Joel and Mike! These two men are the Amiga SIG, in my opinion. When I moved back to Tucson in December '85 (already recruited as CCCC Editor by mail -- that's how desperate a club can get!), they were at work on the Amiga SIG. I will never forget the month it took to get a long article by Joel successfully downloaded from the BBS in a format I could use on the C-128 -- what does the Ami know about Punter protocol?! (That was before Big Blue Reader and The Write Stuff made it easy to convert files to and from PET-ASCII). They are still here, month after month (and usually even at both meetings now), with information and a DOM. I'm sure they are glad to have Dennis's help, the donated A-500, and the various systems brought in by others to meetings, but they have always provided the necessities (HW, SW and info) for a successful meeting whether they had any help or not.

I looked at the ballot in the June newsletter and saw, first, that at least all slots had a candidate. This is not true in all groups, and it has not always been true in CCCC. Then I saw that I knew most of these candidates well. Some were hard workers in CCCC when I came

here; some joined soon after and have worked hard since. Two of them are people that I tried to get to run for office several years ago. That says to me that they are running now because they have been unable to find others to do these jobs and they care about CCCC. It isn't "fun" to be a member of the board, and only the rare power-mad person actually wants such a job. It means at least giving up one night a month to participate in a meeting (long, boring sometimes), and most board members end up doing a bunch of other jobs. This situation also says to me that these men are good candidates for burnout.

Soapbox #2 is money. The free nature of our library and its availability to non-members is a topic I have thought about before, but it came to mind again when I looked at the CCCC Treasurer's report and saw the miserable state of disk sales. I suspect that this situation is due to lack of workers to make good disks and write them up for the newsletter, and possibly the current focus on GEOS (but as a GEOS hater, I may be drawing an unwarranted conclusion). At any rate, this moved me to get up and talk about our need for funds. We need a monitor and external drive to go with the donated A-500, preferably a 1.4 meg drive since adding more RAM would cost a mint. As we get HDs and more and more RAM on our personal machines, it becomes harder and harder to show a homemade product on a 1-meg 500. Someday we will need repairs. Where are we going to get the money?

My suggestion for now is that we set up some kind of free will offering system, to allow people who appreciate what's being given away to make contributions for present and future needs. I also suggest that people donate software they no longer want, for the rental library or to be sold/auctioned. We need to look into the best mechanism for doing these without getting into any hassles with the IRS et al., but I know they can be done. The feeling I got standing there was that most people were in agreement with me and would be willing to donate a dollar or so when they got a DOM or other club disk. Somebody else mentioned that most user groups sell their disks, for \$4 or \$5, which is true. (They are \$6 in the Tucson Computer Society, and what can you get on a 5 1/4" MS-DOS disk?!) Think about these matters (think as Kennedy told us to...).

MicroShop

MISSED US??

**Be Sure to Call Us
at Our New Home:
MICROSHOP 290-6947
WINDY CITY BBS 290-6948**

**Amiga, C64/128 & PC
Hardware & Software**

290-6947
9 AM to 9 PM

AMIGA NEWS

The Amiga MailBag by Leila Joiner, CCCC

Underground Animation
210 East 39th Street
New York, NY 10016
(212) 679-3800
(212) 679-3816 (FAX)

..... seeks entries from "Amiga animation enthusiasts everywhere" to their first worldwide animation festival. No entry fees and over \$5000 in cash prizes will be awarded in categories covering all forms of animation: cel, computer, clay-mation, still action, limited animation. Special categories for the under-15-year-old and for adult-only subject matter. Special bonuses allow for inclusion in theatrical touring festivals and video tapes of festival highlights, with cash compensation for each minute of animation used in these exhibitions. Deadline is November 30, 1990 for entries to "The Underground Animation Festival" at the above address. VHS cassettes are preferred, but you may submit 8MM, 16MM, 35MM, etc. Multiple entries are encouraged. Write for entry form or copy ours at SIG meetings. **THEY WANT YOUR SHORTS!**

Edu-Vid Research
P.O. Box 149
Pembina, ND 58271

..... presents an INFRARED REMOTE CONTROLLER, a new hardware device for the Amiga which "learns" the infrared code from VCR remote devices and accepts signals from the parallel port to a) simulate the key presses of the remote, b) detect certain positions on the tape while playing, c) detect if the VCR is outputting a signal or not, and d) switch your monitor between computer output and video. It will also detect tones, such as those generated by touch-tone phones, and use them to control various functions. Some software examples in BASIC, Assembler and ARExx are provided, which the user is free to copy, improve or enhance and SELL. Software developers are encouraged to develop and sell their own MULTIMEDIA and INTERACTIVE INSTRUCTION software for this device. Package includes: IR Remote Controller,

parallel port cable (gender changer required for A1000), two VCR cables, 3.5" example disk, user's manual. PRICE: \$199.95. A 10% discount is being offered to all Amiga User group Members.

MicroSearch
9896 S.W. Freeway
Houston, TX 77074
(713) 988-2819
(713) 995-4994 (FAX)
(713) 777-BBSI (BBS)

..... has the Electronic Color Splitter for \$150: use your high quality color camera to digitize pictures. Also, introducing the "Digitize Auto Cable" for \$49.95: an electronic cable connects the Color Splitter and the second Amiga mouse port to provide completely automatic operation of your DigiView software!

Anakin Research, Inc.
100 Westmore Drive
Rexdale, Ont. CANADA
M9V 5C3
(416) 744-4246
(416) 744-4248 (FAX)

..... has answered our request for their Easy1 Demo Disk and Easy1 Art Disk. Both disks will be placed in our Library so that members may copy them. Our cover art in this issue is from the Easy1 Art Disk, created by Jo Ann Park, a Canadian artist. The Easy1 is a pressure-sensitive graphics tablet for the Amiga 500, 1000 and 2000 and IBM PC, XT, AT and compatibles. Prices range from \$300-\$400 for the Amiga models.

Saxon Industries
14 Rockcross Gardens
Nepean, Ontario CANADA
K2G-5A8
(613)-228-8043

..... sent us a self-running demo of their impressive-looking new DTP program, SAXON PUBLISHER V1.00. The demo disk will be available for copying from the SIG Library, and more information will be available at SIG meetings.

The program lists for \$450 and looks like it does everything you would want a DTP program to do! Hopefully, we'll get a chance to try out the real thing.

AMIGA DEMOS WANTED

For a presentation at the
Harvill Bldg., U of A Campus
August 17

"Getting Started with
Multimedia Presentations"
(a demo for new teaching
assistants in ALL areas)

If you have anything
Macey Taylor can borrow for
this presentation, please call
326-7265



For Sale:
Amiga 1000
Expanded to 1 Meg
Complete with:
Amiga Monitor
Okimate 20 Color
Printer
Also Includes:
Aegis Animator
DeluxePaint
Disk Utilities
Manuals
\$790
Contact Roger Gouin
749-1785

AMIGA NEWS

AmiExpo Chicago 1990 Show Report

By Don Burnett

(downloaded from GENie)

AmiExpo has been, since its inception, one of the premiere Amiga events to attend. This year's summer show was no different. It was again held in the windy city. This expo, however, was just a little bit different. There has been a noticeable "maturing" of the Amiga industry in a short amount of time. This expo was run smoothly, almost like clockwork. It was unlike some of the frantic expos of the past, where everyone was scattered about trying to get things accomplished and running behind. It seemed strange to see all the old familiar faces from past expos, and have most of them recognize you from before. However, it gave this expo sort of a feeling that the people behind the scenes had become a close knit family.

This year's Chicago show had a large vendor turn-out. All the big companies were there, along with a few new ones. Because DEVCON was going on during the same weekend, a lot of the technical people and AmiExpo celebrities were noticeably absent from the show. However, most of the large developers were there in force.

SHOW HIGHLIGHTS

Hardware Vendors dominated this show, unlike some shows of the past. I have to say, from what I saw at the show, the Amiga is headed for another amazing year. Several vendors had some truly innovative products. Others seemed contented to rehash and copy other's products. Either way, it was a fun infusion of extremes.

MOST EXCITING PRODUCT

Supra Corporation was quietly showing off (with no publicity) a new prototype their new Supra Turbo040 Accelerator for the Amiga 3000. And yes, the A3000 is shipping with 2.0 operating system; they were being sold at the show. The Supra Turbo board marks Supra's first entry into the ever expanding Amiga accelerator board market. The board fits into the A3000's 200-pin CPU expansion bus. The board features a 25 MHz 68040 chip, with built-in MMU and MATH floating point unit. Through a series of benchmarks Supra rates the board at 20 MIPS (Million Instructions Per Second); also, a

3.5 MFLOPS, which is said to be three to ten times faster than the 68030 built in the A3000.

The board also permits BURST MODE RAM ACCESS to memory already installed in the A3000. The board also has both a 4KB instruction and data cache. Its projected release date is sometime in the fourth quarter of this year and should cost less than \$1500.

SUPRA STRIKES AGAIN

Supra was also showing off their new hard drive system for the A500 computer. This hard drive is very small and plugs into your expansion slot. The exciting thing about this hard drive is that it doesn't require that you have an extra power supply (or beef-up one), and directly draws power from the computer. If that wasn't enough you may also add up to eight megabytes on the drive controller board. Supra was also looking for employees to help expand their growing company.

SUPRISE VENDOR

GOLEM, the self-proclaimed #1 3rd party hardware developer from West Germany, attended the show. They had an incredible line of products which will be arriving soon in the United States. This included everything from the first SCSI II hard disk controller for the A2000 (tentatively \$199.00) to a color camera with a built-in color splitter (tent. \$999). What the product-line lacked in streamline design, it made up for in innovation. For instance, their HD controller has an on-off switch to disable the computer from seeing the controller and auto-configuring it. This feature was built-in because of its handy virus protection abilities. Other products included a 56KHz stereo sampler



Amiga SIG Minutes continued

Dave Hamory showed us the "trailer" for his upcoming video extravaganza, "The Night of the Guru." We were all suitably impressed, despite giggles from the audience, and looking forward breathlessly to the full feature presentation. What DID happen on the "Night of the Guru," Dave?

Joel put out another plea for people to bring items for demo, which means we will probably be swamped again next month. It's either feast or famine!

Joel then demo'd the Disk-of-the-Month, a listing of which you will find on page A-2.

(100KHz mono) and a streaming tape backup system with device drivers in both external and internal versions. GOLEM will soon be opening an office in New York, but until then you can call them in West Germany at: 011-49-231-818-325. Their original name is "KUPKE COMPUTERTECHNIK".

REJUVENATOR SHIPS

Gregory Tibbs' incredible A1000 ECS/VIDEO SLOT upgrade board is now shipping and available from Expert Services of Florence, Kentucky (606-371-9690). The company also just worked out an plan with Commodore to allow them to ship the board with the ECS already in place. Contact George Gibeau of Expert Services for further details.

A WALK TO LAKE FOREST LOGIC

While at show I talked with Erik Quackenbush president of Lake Forest. He spent sometime introducing me to their new products. ADAPT 68030 Assembler is their new Amiga assembler, which will surely change the life of Amiga Assembly programmers forever. The environment includes a single step execution profiler and program module analyzer. This is a really solid product that is quietly revolutionizing the Amiga programming market. The other product of note from Lake Forest was MACRO PAINT, the first DynamicHIRES paint program for the Amiga. It's a really interesting program with a nice user interface that can produce some spectacular results. The program directly takes advantage of AREXX and lets you add new tools to the drawing tools icon menu which, when clicked on, will execute an AREXX script.

(To be continued next month!)

CCCC, Inc. Board of Directors

Warren Talbot, President.....574-0732
Frank Traversone, Vice President.....795-3374
Robert Holdcraft, Secretary.....747-3163
Robert Clausen, Treasurer.....747-0196
Tom D'Angelo, Member-at-Large.....296-5076
Frank Prievo, Member-at-Large.....574-0145
Kenney Williamson, Member-at-Large.....750-8164

General Meeting Schedule

TUESDAY GENERAL MEETING, August 7, 7 PM
at St Peter & Paul Catholic Church, Campbell & Adams
EXECUTIVE BOARD MEETING, Tuesday, August 14, 7:30 PM
at Devon Gables Home, 6150 E Grant Road
SATURDAY HELP DAY, August 18, 10 AM - 2 PM
at Madonna Hall, St Peter & Paul Catholic Church

Amiga SIG Meeting Schedule

Saturday, July 28 at Woods Memorial Library, 10:30 AM
Tuesday, July 31 at Harvill Bldg, U of A, 7:30 PM
Saturday August 25 at Woods Memorial Library, 10:30 AM
Tuesday, August 28 at Harvill Bldg, U of A, 7:30 PM

CARTOONS

by CCCC Member Pat Jenkins

COVER PICTURE

by Jo Park, Courtesy of
Easyl Demo, Anakin Research

CCCC, Inc. Newsletter Staff

Leila Joiner, Editor
 Warren Talbot, C64/128 Layout
 Leila Joiner, Amiga Layout

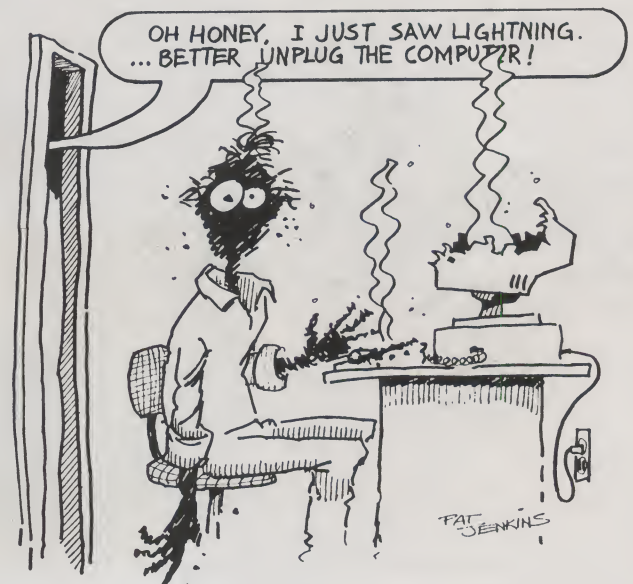
Columnists:

Mike O'Neill Bernie Joiner
 Paul Machula Julia Richardson
 Tom D'Angelo Edward Anderson

Calendar by Marv Lossing

Laser Printing by Tom Galloway & Warren Talbot

Please Submit Copy to Leila Joiner
 (602) 327-0540



CCCC, INC. TUCSON, ARIZONA

Catalina Commodore Computer Club, Inc.

NEWSLETTER VOLUME 8, NUMBER 8: AUGUST 1990

*** GENERAL MEETING: August 7, 1990**

St. Peter & Paul Catholic Church
On Campbell 4 Blks N of Speedway
7 PM - Out NLT 9:30 PM

*** SATURDAY HELP DAY: August 18, 1990**

St. Peter & Paul Catholic Church
Madonna Hall, 10 AM - 2 PM

*** EXECUTIVE BOARD MEETING**

All Members Welcome
August 14, 1990 - 7:30 PM
Devon Gables Home
6150 E Grant Road

Membership Renewal Address Change

ATTN: Membership Chairman, P.O. Box 32548, Tucson, AZ 86751-2548

NAME: _____

STREET: _____

CITY: _____ STATE: _____ ZIP: _____

PHONE: (____) _____ CCCC#: _____

REMIT CHECK PAYABLE TO CCCC, INC. FOR \$15.00 FOR
MEMBERSHIP RENEWAL (\$21 if out of town, \$27 if out of country).
NEW MEMBERS PLEASE ALSO REMIT \$10 INITIATION FEE.

BULK RATE
U.S. POSTAGE PAID
TUCSON, ARIZONA
PERMIT NO. 2567

Catalina Commodore Computer Club, Inc.
P.O. Box 32548
TUCSON, ARIZONA 85751-2548



HELP A FRIEND OR NEW MEMBER
MEMBER #1069 EXPIRES FEB 1991

TUCSON, AZ 85715

Notify Membership Chairman of any
address change. The Post Office
does NOT forward Bulk Mail.
CALL FRANK PRIEVO, 574-0145.